# RIVERBOAT GAMBLER

# **Operator's Handbook**

Including

Game Audits
Game Adjustments
Rubber Rings
Solenoids
Switches
Lamps
Playfield Parts
Fuses Locations

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# Contents

| Game Audits      | 1 |
|------------------|---|
| Game Adjustments | 2 |
| Rubber Rings     |   |
| Solenoids        |   |
| Switches         |   |
| Lamps            |   |
| Playfield Parts  |   |
| Fuses Locations  |   |

### RIVERBOAT GAMBLER Audit Table

| (Upper Display)   | Audit<br>Item | Descriptive Phrases  | Audit Factor 1<br>Value |
|---|---------------|--|-------------------------|
| 02 CENTER COINS 03 RIGHT COINS 04 PAID CREDITS 05 TOTAL PLAYS 06 TOTAL PLAYS 07 PERCENT FREE (% Free Plays) 08 REPLAY AWARDS 09 PERCENT REPLAY (% Replay Awards) 10 SPECIAL AWARDS 11 PERCENT SPECIAL (% Special Awards) 12 MATCH AWARDS 13 HSTD ( High Score to Date) CREDITS 14 PERCENT HSTD (% HSTD Oredits) 15 EXTRA BALLS 16 PERCENT EX BALL (% Extra Balls) 17 AV. BALL TIME (Average Time in Seconds) 18 MINUTES OF PLAY (Minutes of Play) 19 BALLS PLAYED 20 REPLAY1 AWARDS 21 REPLAY2 AWARDS 22 REPLAY2 AWARDS 23 PERLAY2 AWARDS 24 I PLAYER GAMES 25 2 PLAYER GAMES 26 3 PLAYER GAMES 27 A PLAYER GAMES 28 BURNIN CYCLES 29 JACKPOT AWARDS (# of times Faculate was severded) 30 ROULETTE PLAYED (* of times Faculate was played) 31 ROULETTE PLAYED (* of times Casino was severded) 32 CASINO AWARDS (# of times Royal Flush was entend) 33 ROYAL FLUSH (# of times Royal Flush was entend) 34 ROYAL FLUSH (# of times Royal Flush was entend) 35 SLOT SHOTS (# of times Sidl Shot was made) 36 SLOT SHOTS (# of times Sidl Shot was made) 37 SKILL SHOTS (# of times Royal Flush was entend) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 40 0.9-0.4 MIL SCORE (# of games ≥1.5M, <2.9M) 41 1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.9M) 42 0.9-29 MIL SCORE (# of games ≥2.0M, <3.9M) 44 0.9-39 MIL SCORE (# of games ≥2.0M, <3.9M) 45 0.9-39 MIL SCORE (# of games ≥2.0M, <3.9M) 46 0.9-39 MIL SCORE (# of games ≥2.0M, <3.9M) 47 5.0-29 MIL SCORE (# of games ≥2.0M, <3.9M) 48 0.9-39 MIL SCORE (# of games ≥2.0M, <3.9M) 49 8 0.9-39 MIL SCORE (# of games ≥2.0M, <3.9M) 40 9 MIL SCORE (# of games ≥2.0M, <3.9M) 41 0.99 MIL SCORE (# of games ≥2.0M, <3.9M)   |               | (Upper Display)  | (Lwr Right)             |
| 03 RIGHT COINS 04 PAID CREDITS 05 TOTAL PLAYS 06 TOTAL PREE (Total Free Plays) 07 PERCENT FREE (% Free Plays) 08 REPLAY AWARDS 09 PERCENT REPLAY (% Replay Awards) 10 SPECIAL AWARDS 11 PERCENT SPECIAL (% Special Awards) 11 MATCH AWARDS 12 MATCH AWARDS 13 HSTD ( High Score to Date) CREDITS 14 PERCENT HSTD (% HSTD Credits) 15 EXTRA BALLS 16 PERCENT HSTD (% HSTD Credits) 17 AV. BALL TIME (Average Time in Seconds) 18 MINUTES OF PLAY (Minutes of Play) 19 BALLS PLAYED 20 REPLAY2 AWARDS 21 REPLAY2 AWARDS 22 REPLAY2 AWARDS 23 REPLAY2 AWARDS 24 I PLAYER GAMES 25 2 PLAYER GAMES 26 3 PLAYER GAMES 27 4 PLAYER GAMES 28 BURN-IN CYCLES 29 JACKPOT AWARDS ( # of times Roulette was eventled) 30 ROULETTE WINS (# of times Roulette was qualified) 31 CASINO AWARDS (# of times Roulette was qualified) 32 CASINO AWARDS (# of times Store Stor | AU 01         | LEFT COINS [chute next to coin-door hings]   | 432                     |
| 04 PALC CREDITS 05 TOTAL PLAYS 06 TOTAL PLAYS 06 TOTAL PLAYS 07 PERCENT FREE (% Free Plays) 08 REPLAY AWARDS 09 PERCENT REPLAY (% Replay Awards) 10 SPECIAL AWARDS 11 PERCENT SPECIAL (% Special Awards) 12 MATCH AWARDS 13 HSTD ( High Score in Date) CREDITS 14 PERCENT HSTD (% HSTD Oredits) 15 EXTRA BALLS 16 PERCENT EX BALL (% Extra Balls) 17 AV. BALL TIME (Average Time in Seconds) 18 MINUTES OF PLAY (Minutes of Play) 19 BALLS PLAYED 19 REPLAY2 AWARDS 21 REPLAY2 AWARDS 22 REPLAY3 AWARDS 23 PLAYER GAMES 24 1 PLAYER GAMES 25 2 PLAYER GAMES 26 3 PLAYER GAMES 27 4 PLAYER GAMES 28 BURNIN CYCLES 29 JACKPOT AWARDS (# of times Lackpot was enverded) 30 ROULETTE WINS (# of times Roulette was won) 31 ROULETTE RINYE (# of times Roulette was warded) 32 CASINO AWARDS (# of times Casho was awarded) 33 CASINO AWARDS (# of times Casho was awarded) 34 ROYAI FLUSH (# of times Roulette was exercised) 35 SLOT SHOTS (# of times Roulette was exercised) 36 SLOT SHOTS (# of times Stol Shot was played) 37 SKILL SHOTS (# of times Stol Shot was played) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 40 0.0-0.4 MIL SCORE (# of games ≤50K, <1M) 41 1.5-1.9 MIL SCORE (# of games ≤20M, <2.9M) 42 0.0-2.9 MIL SCORE (# of games ≥2.0M, <3.9M) 40 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M) 40 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M) 40 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M) 41 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M) 42 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M) 43 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M) 44 0.0-9.9 MIL SCORE (# of games ≥2.0M, <3.9M)   | 02            | CENTER COINS   | _                       |
| TOTAL PLAYS  TOTAL FREE (Total Free Plays)  PERCENT FREE (% Free Plays)  REPLAY AWARDS  PERCENT REPLAY (% Replay Awards)  SPECIAL AWARDS  PERCENT SPECIAL (% Special Awards)  MATCH AWARDS  SPECIAL AWARDS  SPECIAL SPECIAL (% Special Awards)  MATCH AWARDS  STOL (High Score to Date) CREDITS  PERCENT HSTD (% HSTD Credits)  EXTRA BALLS  PERCENT EX. BALL (% Extra Balls)  AV. BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAYS AWARDS  REPLAYS AWARDS  PERCENT EX. BALLS  PERCENT EX. BALLS |               |  |                         |
| TOTAL FREE (Total Free Rays)  OF PERCENT FREE (% Free Rays)  REPLAY AWARDS  OP PERCENT REPLAY (% Replay Awards)  SPECIAL AWARDS  11 PERCENT SPECIAL (% Special Awards)  12 MATCH AWARDS  13 HSTD (High Score in Date) CREDITS  PERCENT HSTD (% HSTD Credits)  EXTRA BALLS  15 EXTRA BALLS  16 PERCENT EX BALL (% Extra Bails)  AV BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAY1 AWARDS  21 REPLAY2 AWARDS  22 REPLAY3 AWARDS  REPLAY4 AWARDS  32 PLAYER GAMES  33 PLAYER GAMES  34 PLAYER GAMES  35 PLAYER GAMES  39 JACKPOT AWARDS (# of times Roulette was swerded)  ROULETTE WINS (# of times Roulette was played)  WIN METER AT TOP (# of times Jackpot was qualified)  32 WIN METER AT TOP (# of times Jackpot was qualified)  33 CASINO AWARDS (# of times Casino was awarded)  ROYAI FLUSH (# of times Royal Flush was expended)  36 SLOT SHOTS (# of times Soil Shot was played)  37 SKILL SHOTS (# of times Soil Shot was played)  38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)  39 H.S. RESET COUNTER  40 0.0-0.4 MIL SCORE (# of games ≥5.0M, <1.5M)  1.5-1.9 MIL SCORE (# of games ≥5.0M, <2.9M)  3.0-3.9 MIL SCORE (# of games ≥5.0M, <3.9M)  40 4.0-4.9 MIL SCORE (# of games ≥5.0M, <4.9M)  5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M)  8.0-9.9 MIL SCORE (# of games ≥5.0M, <9.9M)  10-99 MIL SCORE (# of games ≥5.0M, <9.9M)  10-99 MIL SCORE (# of games ≥6.0M, <7.9M)  8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M)   |               |  | 830                     |
| PERCENT FREE (% Free Pays) REPLAY AWARDS PERCENT REPLAY (% Replay Awards) SPECIAL AWARDS PERCENT REPLAY (% Replay Awards) SPECIAL AWARDS PERCENT SPECIAL (% Special Awards) MATCH AWARDS HSTD ( High score to Date) CREDITS FERCENT EXTRA BALLS FERCENT EX. BALL (% Extra Bails) AV. BALL TIME (Average Time in Seconds) MINUTES OF PLAY (Minutes of Play) BALLS PLAYED REPLAY2 AWARDS REPLAY2 AWARDS REPLAY2 AWARDS PERCAY2 AWARDS PLAYER GAMES SPECIAL GAMES APLAYER (# of times Roulette was awarded) ROULETTE PLAYED (# of times Roulette was played) WIN METER AT TOP (# of fisse) belopte was awarded) CASINO AWARDS (# of times Casino was awarded) CASINO AWARDS (# of times Casino was awarded) CASINO AWARDS (# of times 21 was awarded) SCONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) AND SKILL SHOTS (# of times 21 was awarded) SCONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) AND SIMIL SCORE (# of games ≥500K, <1M) 1.5-1.9 MIL SCORE (# of games ≥50M, <2.9M) 1.5-1.9 MIL SCORE (# of games ≥5.0M, <2.9M) 5.0-2.9 MIL SCORE (# of games ≥5.0M, <3.9M) 40 A.0-4.9 MIL SCORE (# of games ≥5.0M, <4.9M) 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 80.9.9 MIL SCORE (# of games ≥5.0M, <5.9M) 80.9 MIL SCORE (# of games ≥5.0M, <7.9M) 80.9 MIL SCORE (# of games ≥5.0M, <7.9M) 80.9 MIL SCORE (# of games ≥5.0M, <9.9M)  |               |  |                         |
| REPLAY AWARDS PERCENT REPLAY (% Replay Awards) SPECIAL AWARDS PERCENT SPECIAL (% Special Awards) HATCH AWARDS HATCH AWARDS HATCH High Score to Date) CREDITS PERCENT HSTD (% HSTD Credits) EXTRA BALLS PERCENT EX. BALL (% Extra Bails) AV. BALL TIME (Average Time in Seconds) MINUTES OF PLAY (Minutes of Play) BALLS PLAYED REPLAY: AWARDS REPLAY: AWARDS REPLAY: AWARDS REPLAY: AWARDS PERLAY: AWARDS PLAYER GAMES PALYER GAMES PALYER GAMES PALYER GAMES PALYER GAMES PALYER GAMES PROULETTE WINS (# of times Roulette was played) PROULETTE PLAYED (# of times Roulette was qualified) CASINO AWARDS (# of times Roulette was qualified) CASINO AWARDS (# of times Casino was awarded) POYAIFLUSH (# of times Casino was awarded) CASINO AWARDS (# of times Casino was awarded) SIOT SHOTS (# of times Skill Shottwas made) CONSOLATION SECOND CHANCE (# of times Consol. Played) SKILL SHOTS (# of times Skill Shottwas made) CONSOLATION SECOND CHANCE (# of times Consol. Played) SKILL SHOTS (# of times Scill Shottwas made) CONSOLATION SECOND CHANCE (# of times Consol. Played)  1.5-1.9 MILL SCORE (# of games ≥5.00K, <1M) 1.5-1.9 MILL SCORE (# of games ≥5.00K, <2.9M) 3.0-3.9 MILL SCORE (# of games ≥2.0M, <2.9M) 5.0-5.9 MILL SCORE (# of games ≥2.0M, <3.9M) 4.0-4.9 MILL SCORE (# of games ≥2.0M, <3.9M) 4.0-9.9 MILL SCORE (# of games ≥2.0M, <3.9M) 4.0-9.9 MILL SCORE (# of games ≥2.0M, <3.9M) 4.0-9.9 MILL SCORE (# of games ≥2.0M, <9.9M) 10-9.9 MILL SCORE (# of games ≥2.0M, <9.9M) 10-9.9 MILL SCORE (# of games ≥2.0M, <9.9M) 10-9.9 MILL SCORE (# of games ≥2.0M, <9.9M)  |               |  |                         |
| PERCENT REPLAY (% Replay Awards)  SPECIAL AWARDS  PERCENT SPECIAL (% Special Awards)  MATCH AWARDS  13 HSTD ( High Score to Date) CREDITS  14 PERCENT HSTD (% HSTD Credits)  EXTRA BALLS  15 EXTRA BALLS  16 PERCENT EX. BALL (% Extra Bails)  17 AV. BALL TIME (Average Time in Seconds)  18 MINUTES OF PLAY (Minutes of Play)  19 BALLS PLAYED  10 REPLAY3 AWARDS  21 REPLAY3 AWARDS  22 REPLAY4 AWARDS  23 REPLAY4 AWARDS  24 1 PLAYER GAMES  25 2 PLAYER GAMES  26 3 PLAYER GAMES  27 4 PLAYER GAMES  28 BURN-IN CYCLES  29 JACKPOT AWARDS ( # of times Roulette was awarded)  ROULETTE WINS ( # of times Roulette was aplayed )  WIN METER AT TOP (# of times Roulette was aplayed )  WIN METER AT TOP (# of times Roulette was awarded)  CASINO AWARDS ( # of times Player Flush was awarded)  ROYAL FLUSH ( # of times Royal Flush was awarded)  ACYAL FLUSH ( # of times Royal Flush was awarded)  SCONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded H.S.RESET COUNTER  40 0.0-0.4 MIL. SCORE (# of games <500K)  1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  3.0-3.9 MIL. SCORE (# of games ≥2.0M, <3.9M)  4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  4.0-9.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  4.0-9.9 MIL. SCORE (# of games ≥5.0M, <7.9M)  8.0-9.9 MIL. SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| PERCENT SPECIAL (% Special Awards)  PERCENT SPECIAL (% Special Awards)  HSTD ( High Score to Date) CREDITS  PERCENT HSTD (% HSTD Credits)  EXTRA BALLS  PERCENT EX BALL (% Extra Balls)  AV. BALL TiME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAY1 AWARDS  REPLAY2 AWARDS  REPLAY2 AWARDS  1 PLAYER GAMES  1 PLAYER GAMES  2 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  BURN-IN CYCLES  JACKPOT AWARDS ( # of times Lackpot was exertled)  ROULETTE PLAYED (# of times Roulette was won)  ROULETTE PLAYED (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was gened)  CASINO AWARDS (# of times Roulette was gened)  KRLL SHOTS (# of times Royal Flush was serned)  KRLL SHOTS (# of times Royal Flush was serned)  SLOT SHOTS (# of times Slot Shot was played)  KILL SHOTS (# of times Royal Flush was serned)  KRLL SHOTS (# of times Royal Flush was serned)  KRLL SHOTS (# of times Royal Flush was serned)  KRLL SHOTS (# of times Royal Flush was serned)  CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)  LID-1.4 MIL. SCORE (# of games ≥15M, <1.5M)  1.5-1.9 MIL. SCORE (# of games ≥2.0M, <3.9M)  4.0-2.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  5.0-5.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  5.0-9.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  8.0-9.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  5.0-9.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  8.0-9.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  8.0-9.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  9.0-9.9 MIL. SCORE (# of games ≥2.0M, <4.9M)  10-99 MIL. SCORE (# of games ≥2.0M, <4.9M)  10-99 MIL. SCORE (# of games ≥2.0M, <4.9M)  |               |  |                         |
| PERCENT SPECIAL (% Special Awards)  MATCH AWARDS  13 HSTD (1 High Score to Date) CREDITS  PERCENT HSTD (% HSTD Credits)  EXTRA BALLS  PERCENT EX BALL (% Extra Balls)  AV. BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAY1 AWARDS  18 HEPLAY2 AWARDS  19 HAYER GAMES  20 REPLAY3 AWARDS  19 LAYER GAMES  21 PLAYER GAMES  22 PLAYER GAMES  23 PLAYER GAMES  24 PLAYER GAMES  25 PLAYER GAMES  26 PLAYER GAMES  27 A PLAYER GAMES  28 BURNIN CYCLES  29 JACKPOT AWARDS (# of times Roulette was exerted)  ROULETTE WINS (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was exerted)  CASINO AWARDS (# of times Casino was exerted)  CASINO AWARDS (# of times Casino was exerted)  20 AWARDS (# of times Soil Shot was played)  SILOT SHOTS (# of times Soil Shot was played)  SILOT SHOTS (# of times Soil Shot was played)  SILOT SHOTS (# of times Soil Shot was played)  36 SILOT SHOTS (# of times Soil Shot was played)  37 SKILL SHOTS (# of times Soil Shot was played)  38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)  40 0.0-0.4 MIL SCORE (# of games ≥1.5M, <1.5M)  1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL SCORE (# of games ≥2.0M, <2.9M)  3.0-3.9 MIL SCORE (# of games ≥2.0M, <3.9M)  4.0-4.9 MIL SCORE (# of games ≥2.0M, <4.9M)  5.0-5.9 MIL SCORE (# of games ≥2.0M, <4.9M)  5.0-9 MIL SCORE (# of games ≥2.0M, <4.9M)  8.0-9.9 MIL SCORE (# of games ≥2.0M, <4.9M)  9.0-9.9 MIL SCORE (# of games ≥2.0M, <4.9M)  10-99 MIL SCORE (# of games ≥1.5M, <4.9M)  10-99 MIL SCORE (# of games ≥1.0M, <9.9 M)  |               |  |                         |
| MATCH AWARDS  HSTD (High Score to Date) CREDITS  PERCENT HSTD (% HSTD Credita)  EXTRA BALLS  PERCENT EX BALL (% Extra Bails)  AV. BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAY1 AWARDS  REPLAY2 AWARDS  REPLAY2 AWARDS  1 PLAYER GAMES  2 PLAYER GAMES  2 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  WIN METER AT TOP (# of times Roulette was exercted)  ROULETTE PLAYED (# of times Roulette was exercted)  CASINO AWARDS (# of times Roulette was exercted)  ST AWARDS (# of times St in the severated)  ST AWARDS (# of times St in the severated)  SLOT SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  SKILL SHOTS (# of times St in Shot was played)  37 SKILL SHOTS (# of times St in Shot was played)  38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)  1.0-1.4 MILL SCORE (# of games ≥1.5M, <1.5M)  1.5-1.9 MILL SCORE (# of games ≥2.0M, <3.9M)  40 2.0-2.9 MILL SCORE (# of games ≥2.0M, <2.0M)  3.0-3.9 MIL SCORE (# of games ≥2.0M, <3.9M)  40 A.0-4.9 MILL SCORE (# of games ≥5.0M, <5.9M)  8.0-9.9 MILL SCORE (# of games ≥6.0M, <9.9 M)  10-99 MILL SCORE (# of games ≥1.0.0M, <9.9 M)  |               |  |                         |
| HSTD ( High Score to Date) CREDITS PERCENT HSTD (% HSTD Credits) EXTRA BALLS PERCENT EX. BALL (% Extra Balls) AV. BALL TIME (Average Time in Seconds) MINUTES OF PLAY (Minutes of Play) BALS PLAYED REPLAY: AWARDS REPLAY: AWARDS REPLAY: AWARDS PLAYER GAMES WIN METER AT TOP (# of times Roulette was severded) CASINO AWARDS (# of times Roulette was played) WIN METER AT TOP (# of times Roulette was played) CASINO AWARDS (# of times Casino was awarded) SCASINO AWARDS (# of times Casino was awarded) SCASINO AWARDS (# of times Casino was awarded) SCASINO AWARDS (# of times Soll Shot was played) SKILL SHOTS (# of times Soll Shot was made) SKILL SHOTS (# of times Soll Shot was made) SKILL SHOTS (# of times Soll Shot was made) SCONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded SCONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded SCONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded SCONSOLATION SECOND CHANCE (# of times 21.5M, <2.0M) SCORE (# of games ≥2.0M, <3.9M) ACOLD MILL SCORE (# of games ≥2.0M, <3.9M) SCORE (# of games ≥2.0M, <4.9M)   |               |  |                         |
| PERCENT HSTD (% HSTD Credits) EXTRA BALLS PERCENT EX. BALL (% Extra Balls) AV. BALL TIME (Average Time in Seconds) MINUTES OF PLAY (Minutes of Play) BALLS PLAYED PEPLAY1 AWARDS PEPLAY2 AWARDS PEPLAY2 AWARDS PEPLAY4 AWARDS PEPLAY4 AWARDS PEPLAY4 AWARDS PEPLAY4 AWARDS PEPLAY5 AWARDS PEPLAY5 AWARDS PEPLAY5 AWARDS PEPLAY6 GAMES PLAYER GAMES PLAYER GAMES PLAYER GAMES PLAYER GAMES PLAYER GAMES PLAYER GAMES PROULETTE WINS (# of times Roulette was sewerded) PROULETTE WINS (# of times Roulette was played) WIN METER AT TOP (# of times Roulette was payed) CASINO AWARDS (# of times Casino was awarded) PROYAI FLUSH (# of times Royal Flush was permed) SLOT SHOTS (# of times Siot Shot was played) CASINO AWARDS (# of times Siot Shot was played) CASINO SCOTTON SECOND CHANCE (# of times Consol, 2nd Chance awarded, H.S.RESET COUNTER OU-0-0-4 MIL SCORE (# of games ≥500K, <1M) 1.0-1.4 MIL SCORE (# of games ≥1.5M, <2.0M) 1.5-1.9 MIL SCORE (# of games ≥2.0M, <2.9M) 3.0-3.9 MIL SCORE (# of games ≥2.0M, <2.9M) 4.0-4.9 MIL SCORE (# of games ≥3.0M, <3.9M) 4.0-4.9 MIL SCORE (# of games ≥3.0M, <3.9M) 4.0-9.9 MIL SCORE (# of games ≥3.0M, <3.9M) 4.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 10-99 MIL SCORE (# of games ≥6.0M, <9.9M) 10-99 MIL SCORE (# of games ≥2.0M, <9.9M)  |               |  |                         |
| EXTRA BALLS  PERCENT EX. BALL (% Eidra Bails)  AV. BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  PEPLAY1 AWARDS  REPLAY2 AWARDS  REPLAY2 AWARDS  22 REPLAY3 AWARDS  REPLAY4 AWARDS  3 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  4 PLAYER GAMES  4 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  4 PLAYER GAMES  4 PLAYER GAMES  4 PLAYER GAMES  5 JACKPOT AWARDS (# of times Roulette was everded)  ROULETTE WINS (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was played)  AND AWARDS (# of times Casino was awarded)  ADYAI FLUSH (# of times Royal Flush was exmed)  13 CASINO AWARDS (# of times Siot Shot was made)  CONSOLATION SECOND CHANCE (# of times Consol. Played)  SKILL SHOTS (# of times Siot Shot was made)  CONSOLATION SECOND CHANCE (# of times Consol. Played)  1.5-1.9 MIL. SCORE (# of games ≥50K, <1M)  1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL. SCORE (# of games ≥1.5M, <2.0M)  44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  5.0-5.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  5.0-5.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  5.0-5.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  8.0-9.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  8.0-9.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  10-99 MIL. SCORE (# of games ≥2.0M, <2.9M)  8.0-9.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  10-99 MIL. SCORE (# of games ≥2.0M, <2.9M)  |               |  |                         |
| PERCENT EX. BALL (% Extra Bails)  AV. BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  PEPLAY1 AWARDS  REPLAY2 AWARDS  REPLAY2 AWARDS  REPLAY4 AWARDS  1 PLAYER GAMES  3 PLAYER GAMES  30 ROULETTE WINS (# of times floulette was ewerded)  ROULETTE PLAYED (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was qualified)  CASINO AWARDS (# of times Casino was zewarded)  A ROYAL FLUSH (# of times Siot Shot was played)  SLOT SHOTS (# of times Siot Shot was played)  SKILL SHOTS (# of times Siot Shot was played)  SKILL SHOTS (# of times Siot Shot was played)  T. O-0.4 MIL. SCORE (# of games ≥500K, <1M)  1.0-1.4 MIL. SCORE (# of games ≥1.5M, <1.5M)  1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL. SCORE (# of games ≥2.0M, <3.9M)  4.0-4.9 MIL. SCORE (# of games ≥2.0M, <3.9M)  4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  4.0-9.9 MIL SCORE (# of games ≥5.0M, <5.9M)  5.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M)  10-99 MIL SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| AV. BALL TIME (Average Time in Seconds)  MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAY1 AWARDS  REPLAY2 AWARDS  REPLAY3 AWARDS  REPLAY4 AWARDS  1 PLAYER GAMES  2 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  WINN CYCLES  JACKPOT AWARDS ( # of times Jackpot was awarded)  ROULETTE WINS (# of times Roulette was won)  ROULETTE WINS (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was qualified)  CASINO AWARDS (# of times Casino was awarded)  ACASINO AWARDS (# of times Casino was awarded)  ACASINO AWARDS (# of times Casino was awarded)  SCASINO AWARDS (# of times Signification was played)  SCASINO AWARDS (# of times Signification was awarded)  COYAI FLUSH (# of times Royal Flush was eamed)  21 AWARDS (# of times Signification was awarded)  SCOT SHOTS (# of times Signification was made)  CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded H.S.RESET COUNTER  10.0-0.4 MILL SCORE (# of games ≥500K, <1M)  1.5-1.9 MILL SCORE (# of games ≥500K, <2,9M)  1.5-1.9 MILL SCORE (# of games ≥2.0M, <2,9M)  3.0-3.9 MILL SCORE (# of games ≥2.0M, <3,9M)  4.0-4.9 MILL SCORE (# of games ≥2.0M, <3,9M)  4.0-9.9 MILL SCORE (# of games ≥2.0M, <4,9M)  5.0-9.9 MILL SCORE (# of games ≥2.0M, <9.9M)  10-99 MILL SCORE (# of games ≥1.00M, <9.9M)  |               |  |                         |
| MINUTES OF PLAY (Minutes of Play)  BALLS PLAYED  REPLAY1 AWARDS  REPLAY2 AWARDS  REPLAY3 AWARDS  REPLAY3 AWARDS  REPLAY4 AWARDS  REPLAY4 AWARDS  REPLAY4 AWARDS  1 PLAYER GAMES  2 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  4 PLAYER GAMES  3 PLAYER GAMES  3 PLAYER GAMES  4 PLAYER GAMES  3 PLAYER GAMES  4 PLAYER GAMES  4 PLAYER GAMES  3 PLAYER GAMES  4 PLAYER GAMES  4 PLAYER GAMES  4 PLAYER GAMES  5 LOCKPOT AWARDS (# of times Roulette was everded)  ROULETTE WINS (# of times Roulette was everded)  ROULETTE PLAYED (# of times Roulette was everded)  CASINO AWARDS (# of times Deckpot was qualified)  CASINO AWARDS (# of times Casino was awarded)  ACYAI FLUSH (# of times Roulette was everded)  SLOT SHOTS (# of times Skill Shot was made)  CONSCLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded H.S.RESET COUNTER  40 0.0-0.4 MIL. SCORE (# of games ≥500K, <1M)  1.5-1.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  41 1.5-1.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  42 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  43 3.0-3.9 MIL. SCORE (# of games ≥3.0M, <4.9M)  44 5.0-5.9 MIL. SCORE (# of games ≥6.0M, <7.9M)  45 6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M)  46 6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M)  47 5.0-5.9 MIL. SCORE (# of games ≥6.0M, <7.9M)  48 6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M)  49 8.0-9.9 MIL. SCORE (# of games ≥6.0M, <9.9 M)   |               |  |                         |
| BALLS PLAYED REPLAY: AWARDS REPLAY: |               |  |                         |
| ### PLAY2 AWARDS ### REPLAY3 AWARDS ### PLAY4 AWARDS ### PLAYER GAMES #### PLAYER GAMES ##### PLAYER GAMES ##### PLAYER GAMES ####################################  | 19            |  |                         |
| 22 REPLAY3 AWARDS REPLAY4 AWARDS 23 PLAYER GAMES 24 1 PLAYER GAMES 25 2 PLAYER GAMES 26 3 PLAYER GAMES 27 4 PLAYER GAMES 28 BURN-IN CYCLES 29 JACKPOT AWARDS ( # of times floulette was severded) 30 ROULETTE WINS (if of times Roulette was played) 31 ROULETTE PLAYED (# of times Roulette was qualified) 32 WIN METER AT TOP (# of times Roulette was qualified) 33 CASINO AWARDS (# of times Casino was severded) 34 ROYAI FLUSH (# of times Royal Flush was earned) 35 21 AWARDS (# of times 21 was severded) 36 SLOT SHOTS (# of times Sight Shot was made) 37 SKILL SHOTS (# of times Sight Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded 39 H.S.RESET COUNTER 40 0.0-0.4 MIL SCORE (# of games ≥500K, <1M) 41 1.0-1.4 MIL SCORE (# of games ≥1.5M, <2.0M) 42 1.0-1.9 MIL SCORE (# of games ≥2.0M, <2.9M) 43 3.0-3.9 MIL SCORE (# of games ≥2.0M, <3.9M) 44 4.0-4.9 MIL SCORE (# of games ≥2.0M, <3.9M) 45 5.0-5.9 MIL SCORE (# of games ≥5.0M, <4.9M) 46 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 47 5.0-9 MIL SCORE (# of games ≥6.0M, <9.9M) 48 6.0-9 MIL SCORE (# of games ≥6.0M, <9.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥6.0M, <9.9M)   | 20            | REPLAYI AWARDS   |                         |
| PLAYER GAMES PLAY |               |  |                         |
| 1 PLAYER GAMES 2 PLAYER GAMES 3 PLAYER GAMES 3 PLAYER GAMES 4 PLAYER GAMES BURN-IN CYCLES JACKPOT AWARDS (# of times floulate was severded) ROULETTE WINS (# of times Roulate was played) WIN METER AT TOP (# of times Poulate was qualified) CASINO AWARDS (# of times Casino was awarded) ROYAI FLUSH (# of times Poyal Flush was enerted) CASINO AWARDS (# of times Siot Shot was played) SLOT SHOTS (# of times Siot Shot was made) SLOT SHOTS (# of times Siot Shot was made) CONSOLATION SECOND CHANCE (# of times Consol, 2nd Chance awarded) H.S.RESET COUNTER 0.0-0.4 MIL SCORE (# of games ≥100K, <1M) 1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M) 2.0-2.9 MIL. SCORE (# of games ≥2.5M, <1.5M) 3.0-3.9 MIL. SCORE (# of games ≥2.5M, <2.9M) 3.0-3.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M) 6.0-7.9 MIL SCORE (# of games ≥5.0M, <5.9M) 6.0-7.9 MIL SCORE (# of games ≥5.0M, <5.9M) 8.0-9.9 MIL SCORE (# of games ≥6.0M, <7.9M) 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 10-99 MIL SCORE (# of games ≥6.0M, <9.9M)   |               |  |                         |
| 25 2 PLAYER GAMES 26 3 PLAYER GAMES 27 4 PLAYER GAMES 28 BURN-IN CYCLES 29 JACKPOT AWARDS ( # of times flouidite was rewarded) 30 ROULETTE WINS (# of times Roulette was played) 31 ROULETTE PLAYED (# of times Roulette was qualified) 32 WIN METER AT TOP (# of times Packpot was qualified) 33 CASINO AWARDS (# of times Casino was awarded) 34 ROYAI FLUSH (# of times Casino was awarded) 35 21 AWARDS (# of times 21 was awarded) 36 SLOT SHOTS (# of times Sidi Shot was nade) 37 SKILL SHOTS (# of times Sidi Shot was nade) 38 CONSOLATION SECOND CHANCE (# of times Consol. 40 H.S.RESET COUNTER 40 0.0-0.4 MIL SCORE (# of games <500K) 41 0.5-0.9 MIL. SCORE (# of games ≥1.5M, <1.5M) 42 1.0-1.4 MIL. SCORE (# of games ≥1.5M, <2.0M) 43 1.5-1.9 MIL SCORE (# of games ≥2.0M, <3.9M) 44 0.0-2.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 45 5.0-5.9 MIL SCORE (# of games ≥3.0M, <3.9M) 46 0-7.9 MIL SCORE (# of games ≥5.0M, <4.9M) 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 10-99 MIL SCORE (# of games ≥6.0M, <9.9M)   |               |  |                         |
| 26 3 PLAYER GAMÉS 27 4 PLAYER GAMÉS 28 BURN-IN CYCLES 29 JACKPOT AWARDS ( # of times flouidate was severded) 30 ROULETTE WINS (# of times Roulette was played) 31 ROULETTE PLAYED (# of times Roulette was played) 32 WIN METER AT TOP (# of times Roulette was qualified) 33 CASINO AWARDS (# of times Casino was sewerded) 34 ROYAI FLUSH (# of times Royal Flush was earned) 35 21 AWARDS (# of times 21 was swerded) 36 SLOT SHOTS (# of times Sid! Shot was played) 37 SKILL SHOTS (# of times Sid! Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded H.S.RESET COUNTER 40 0.0-0.4 MIL. SCORE (# of games <500K) 41 0.5-0.9 MIL. SCORE (# of games ≥1.5M, <1.5M) 42 1.0-1.4 MIL. SCORE (# of games ≥1.5M, <2.0M) 43 1.5-1.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 45 4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M) 46 6.0-7.9 MIL. SCORE (# of games ≥5.0M, <5.9M) 6.0-7.9 MIL. SCORE (# of games ≥5.0M, <5.9M) 6.0-9.9 MIL. SCORE (# of games ≥6.0M, <7.9M) 8.0-9.9 MIL. SCORE (# of games ≥6.0M, <9.9M) 10-99 MIL. SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| 27 4 PLAYER GAMES 28 BURN-IN CYCLES 29 JACKPOT AWARDS ( # of times Jackpot was swarded) 30 ROULETTE WINS (# of times Roulette was won) 31 ROULETTE WINS (# of times Roulette was played) 32 WIN METER AT TOP (# of times Roulette was qualified) 33 CASINO AWARDS (# of times Casino was swarded) 34 ROYAI FLUSH (# of times Royal Flush was earned) 35 21 AWARDS (# of times Royal Flush was earned) 36 SLOT SHOTS (# of times Skill Shot was made) 37 SKILL SHOTS (# of times Skill Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 49 H.S.RESET COUNTER 40 0.0-0.4 MILL SCORE (# of games ≥500K, <1M) 41 1.0-1.4 MILL SCORE (# of games ≥100K, <1.5M) 42 1.0-1.4 MILL SCORE (# of games ≥1.5M, <2.0M) 43 1.5-1.9 MILL SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MILL SCORE (# of games ≥2.0M, <3.9M) 45 3.0-3.9 MILL SCORE (# of games ≥2.0M, <3.9M) 46 4.0-4.9 MILL SCORE (# of games ≥2.0M, <5.9M) 47 5.0-5.9 MILL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MILL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MILL SCORE (# of games ≥6.0M, <9.9M) 10-99 MILL SCORE (# of games ≥8.0M, <9.9M)   |               |  |                         |
| BURN-IN CYCLES  JACKPOT AWARDS ( # of times flackpot was awarded)  ROULETTE WINS (# of times Roulette was awarded)  ROULETTE WINS (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was qualified)  CASINO AWARDS (# of times Casino was awarded)  ROYAI FLUSH (# of times Royal Flush was earned)  ANARDS (# of times Solt Shot was played)  SILOT SHOTS (# of times Solt Shot was played)  SKILL SHOTS (# of times Sill Shot was made)  CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)  H.S.RESET COUNTER  O.0-0.4 MIL SCORE (# of games ≥500K, <1M)  1.0-1.4 MIL. SCORE (# of games ≥100K, <1M)  1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  3.0-3.9 MIL. SCORE (# of games ≥2.0M, <3.9M)  4.0-4.9 MIL. SCORE (# of games ≥2.0M, <5.9M)  5.0-5.9 MIL SCORE (# of games ≥3.0M, <5.9M)  6.0-7.9 MIL SCORE (# of games ≥5.0M, <5.9M)  8.0-9.9 MIL SCORE (# of games ≥6.0M, <7.9M)  8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M)  10-99 MIL SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| JACKPOT AWARDS ( # of times lackpot was ewerded)  30 ROULETTE WINS (# of times Roulette was won)  31 ROULETTE PLAYED (# of times Roulette was played)  WIN METER AT TOP (# of times Poulette was qualified)  CASINO AWARDS (# of times Casino was awarded)  ROYAI FLUSH (# of times Casino was awarded)  32 AWARDS (# of times Royal Flush was earned)  33 SLOT SHOTS (# of times Siot Shot was made)  SKILL SHOTS (# of times Siot Shot was made)  CONSOLATION SECOND CHANCE (# of times Consol, 2nd Chance awarded)  H.S.RESET COUNTER  0.0-0.4 MIL SCORE (# of games ≥500K, <1M)  1.0-1.4 MIL SCORE (# of games ≥1.5M, <2.0M)  1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL SCORE (# of games ≥2.0M, <3.9M)  4.0-4.9 MIL SCORE (# of games ≥3.0M, <3.9M)  4.0-4.9 MIL SCORE (# of games ≥5.0M, <4.9M)  5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M)  6.0-7.9 MIL SCORE (# of games ≥5.0M, <5.9M)  6.0-7.9 MIL SCORE (# of games ≥5.0M, <9.9M)  10-99 MIL SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| ROULETTE WINS (# of times Roulette was won)  ROULETTE PLAYED (# of times Roulette was played)  WIN METER AT TOP (# of times Roulette was qualified)  CASINO AWARDS (# of times Casino was swarded)  ROYAI FLUSH (# of times Casino was swarded)  ROYAI FLUSH (# of times Royal Flush was earned)  21 AWARDS (# of times Siot Shot was played)  SLOT SHOTS (# of times Siot Shot was nade)  SLOT SHOTS (# of times Siot Shot was nade)  CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)  H.S.RESET COUNTER  0.0-0.4 MIL SCORE (# of games <500K)  1.5-1.9 MIL SCORE (# of games ≥1.5M, <1.5M)  1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M)  2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  3.0-3.9 MIL SCORE (# of games ≥3.0M, <3.9M)  4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M)  5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M)  6.0-7.9 MIL SCORE (# of games ≥5.0M, <5.9M)  8.0-9.9 MIL SCORE (# of games ≥6.0M, <7.9M)  8.0-9.9 MIL SCORE (# of games ≥2.0M, <9.9M)  10-99 MIL SCORE (# of games ≥2.0M, <9.9M)   |               |  |                         |
| 31 ROULETTE PLAYED (# of times Roulette was played ) 32 WIN METER AT TOP (# of times Packpot was qualified) 33 CASINO AWARDS (# of times Casino was awarded) 34 ROYAI FLUSH (# of times Poyal Flush was exmed) 35 21 AWARDS (# of times 21 was exercised) 36 SLOT SHOTS (# of times Sight Shot was played) 37 SKILL SHOTS (# of times Sight Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 49 H.S.RESET COUNTER 40 0.0-0.4 MILL SCORE (# of games <500K) 41 0.5-0.9 MILL SCORE (# of games ≥500K, <1M) 42 1.0-1.4 MILL SCORE (# of games ≥1.5M, <2.0M) 43 1.5-1.9 MILL SCORE (# of games ≥2.0M, <2.9M) 44 2.0-2.9 MILL SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MILL SCORE (# of games ≥3.0M, <3.9M) 46 -4.9 MILL SCORE (# of games ≥5.0M, <5.9M) 47 5.0-5.9 MILL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MILL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MILL SCORE (# of games ≥6.0M, <9.9M) 10-99 MILL SCORE (# of games ≥8.0M, <9.9M)   |               |  |                         |
| 32 WIN METER AT TOP (# of \$mos Jackpot was qualified) 33 CASINO AWARDS (# of \$mos Casino was awarded) 34 ROYAI FLUSH (# of \$mos Casino was awarded) 35 ROYAI FLUSH (# of \$mos Casino was awarded) 36 SLOT SHOTS (# of \$mos Sidl Shot was played) 37 SKILL SHOTS (# of \$mos Sidl Shot was made) 38 CONSOLATION SECOND CHANCE (# of \$mos Consol. 2nd Chance awarded) 40 0.0-0.4 MIL SCORE (# of \$games <500K) 41 0.5-0.9 MIL. SCORE (# of \$games ≥500K, <1M) 42 1.0-1.4 MIL. SCORE (# of \$games ≥1.5M, <1.5M) 43 1.5-1.9 MIL SCORE (# of \$games ≥2.0M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of \$games ≥2.0M, <2.9M) 45 3.0-3.9 MIL. SCORE (# of \$games ≥3.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of \$games ≥3.0M, <4.9M) 5.0-5.9 MIL SCORE (# of \$games ≥6.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of \$games ≥6.0M, <4.9M) 48 6.0-7.9 MIL SCORE (# of \$games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of \$games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of \$games ≥10.0M, <9.9 M)  |               |  |                         |
| 33 CASINO AWARDS (# of smes Casino was awarded) 34 ROYAI FLUSH (# of times Royal Flush was earned) 35 21 AWARDS (# of times 21 was everded) 36 SLOT SHOTS (# of times Soil Shot was played) 37 SKILL SHOTS (# of times Soil Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 49 H.S.RESET COUNTER 40 0.0-0.4 MIL SCORE (# of games ≥500K, <1M) 41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M) 42 1.0-1.4 MIL. SCORE (# of games ≥1.5M, <1.5M) 43 1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 47 5.0-5.9 MIL SCORE (# of games ≥3.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥5.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥1.0M, <9.9M)  |               |  |                         |
| 34 ROYAI FLUSH (# of times Royal Flush was earned) 35 21 AWARDS (# of times 21 was ewerded) 36 SLOT SHOTS (# of times Sict Shot was played) 37 SKILL SHOTS (# of times Sict Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol, 2nd Chance awarded) 49 H.S.RESET COUNTER 40 0.0-0.4 MIL SCORE (# of games ≥500K, <1M) 41 0.5-0.9 MIL, SCORE (# of games ≥150K, <1M) 42 1,0-1.4 MIL, SCORE (# of games ≥1.5M, <1.5M) 43 1.5-1.9 MIL, SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL, SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL, SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL, SCORE (# of games ≥3.0M, <4.9M) 5.0-5.9 MIL, SCORE (# of games ≥5.0M, <5.9M) 47 5.0-5.9 MIL, SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL, SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL, SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL, SCORE (# of games ≥1.0M, <9.9 M)   |               |  |                         |
| 35 21 AWARDS (# of times 21 was ewerded) 36 SLOT SHOTS (# of times Slot Shot was played) 37 SKILL SHOTS (# of times Sidt Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 49 H.S.RESET COUNTER 40 0.5-0.9 MIL. SCORE (# of games <500K) 41 0.5-0.9 MIL. SCORE (# of games ≥10, <1.5M) 42 1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M) 43 1.5-1.9 MIL. SCORE (# of games ≥2.0M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M) 47 5.0-5.9 MIL. SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)  |               |  |                         |
| SLOT SHOTS (# of times Siot Shot was played)  SKILL SHOTS (# of times Skill Shot was made)  CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded H.S.RESET COUNTER  0.0-0.4 MIL SCORE (# of games <500K)  41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M)  1.0-1.4 MIL. SCORE (# of games ≥1.5M, <2.0M)  42 1.0-1.4 MIL. SCORE (# of games ≥2.5M, <2.0M)  43 1.5-1.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  45 3.0-3.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  46 4.0-4.9 MIL. SCORE (# of games ≥5.0M, <5.9M)  5.0-5.9 MIL. SCORE (# of games ≥6.0M, <7.9M)  8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M)  10-99 MIL SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| 37 SKILL SHOTS (# of times Skill Shot was made) 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded) 39 H.S.RESET COUNTER 40 0.0-0.4 MIL SCORE (# of games <500K) 41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M) 42 1.0-1.4 MIL. SCORE (# of games ≥1M, <1.5M) 43 1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.0M) 45 3.0-3.9 MIL. SCORE (# of games ≥2.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of games ≥6.0M, <7.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥6.0M, <9.9M)  |               |  |                         |
| 38 CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded H.S.RESET COUNTER 40 0.0-0.4 MIL SCORE (# of games <500K) 41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M) 42 1.0-1.4 MIL. SCORE (# of games ≥1.5M, <1.5M) 43 1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL SCORE (# of games ≥2.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥2.0M, <4.9M) 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)  |               |  |                         |
| H.S.RESET COUNTER  40 0.0-0.4 MIL SCORE (# of games <500K)  41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M)  42 1.0-1.4 MIL. SCORE (# of games ≥1.5M, <1.5M)  43 1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)  44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)  45 3.0-3.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  46 4.0-4.9 MIL. SCORE (# of games ≥3.0M, <3.9M)  47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M)  48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M)  49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M)  50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)  |               |  | nd Chance awarded)      |
| 41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M) 42 1.0-1.4 MIL. SCORE (# of games ≥1M, <1.5M) 43 1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)   | 39            |  | , ,                     |
| 41 0.5-0.9 MIL. SCORE (# of games ≥500K, <1M) 42 1.0-1.4 MIL. SCORE (# of games ≥1M, <1.5M) 43 1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL. SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥3.0M, <4.9M) 5.0-5.9 MIL. SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL. SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL. SCORE (# of games ≥10.0M, <9.9 M)  | 40            |  |                         |
| 42 1.0-1.4 MIL. SCORE (# of games ≥1M, <1.5M) 43 1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)   | - 41          | 1  |                         |
| 43 1.5-1.9 MIL SCORE (# of games ≥1.5M, <2.0M) 44 2.0-2.9 MIL, SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL, SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)   | 42            |  |                         |
| 44 2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M) 45 3.0-3.9 MIL. SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL. SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL. SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL. SCORE (# of games ≥10.0M, <9.9 M)   | 43            |  |                         |
| 45 3.0-3.9 MIL SCORE (# of games ≥3.0M, <3.9M) 46 4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)  |               |  |                         |
| 46 4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M) 47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)   |               |  |                         |
| 47 5.0-5.9 MIL SCORE (# of games ≥5.0M, <5.9M) 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥9.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)   |               |  |                         |
| 48 6.0-7.9 MIL SCORE (# of games ≥6.0M, <7.9M) 49 8.0-9.9 MIL SCORE (# of games ≥6.0M, <9.9M) 50 10-99 MIL SCORE (# of games ≥10.0M, <9.9 M)  |               |  |                         |
| 49 8.0-9.9 MIL SCORE (# of germes ≥8.0 M, <9.9 M) 50 10-99 MIL SCORE (# of germes ≥10.0 M, <9.9 M)  |               |  |                         |
| 50 10-99 MIL SCORE (# of games ≥10.0M, <99 M)   |               |  |                         |
| 10-35 MILE GOOD IE (# 0) BETTOS ETOSMI, COP MI  |               | The state of the s |                         |
|   | 1             |  |                         |
| AV. MiN. GAME TIME (Avg Game Time in minutes)   | i -           |  |                         |
| LEFT OUTLANE (Total # of Ernes bell hit Left Outlane)   |               |  |                         |
| 53 RIGHT OUTLANE (Total # of times ball hit Right Outlane)  |               |  |                         |
| 54 MULTI-BALLS (# of times Multi-ball was played)   | J 54          | MULTI-BALLS (# of times Multi-ball was played)   |                         |

NOTE:

1. The numbers shown in this column for items 1 through 4 are examples. Entries for all items depend on the amount of play; thus, they will vary from location to location.

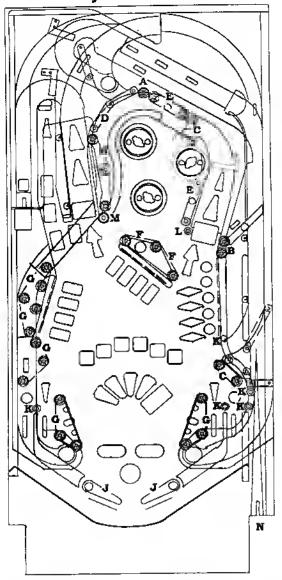
#### நாயாநாகு வர குடி Miril Ring Game Adjustment Table

| Adjustment                  | Descriptive Phrases   |                        | actory Settir       | ng       |
|-----------------------------|---|------------------------|---------------------|----------|
| ltem                        | (Upper Display)   | Domestic<br>(US/Cen.)  | W.Ger./<br>European | French   |
| (Lwr Left)                  |   | 10 (%)                 | ON                  | •        |
| Ad 01                       | AUTO REPLAY 1 or  | SCORES 1               | "                   |          |
| į                           | FIXED REPLAY  | 7,000,000              | 9,000,000           | 7,000,00 |
| 02                          | REPLAY START (or REPLAY LEVEL 1)  | 7,000,000              | \$.500.500          | 1,000,00 |
| 03                          | REPLAY LEVELS (or REPLAY LEVEL 2) 1   | (see text)             |                     |          |
| 04                          | (REPLAY LEVEL 3) 1  | 1 1 1                  |                     |          |
| 05                          | (REPLAY LEVEL 4) 1  | (see text)             |                     |          |
| 06                          | REPLAY AWARD  | Credit                 | i I                 |          |
| 07                          | SPECIAL AWARD   | Credit                 |                     |          |
| 08                          | MATCH FEATURE [Off.   | ,1-50%) 7 (%)          |                     |          |
| 09                          | BALLS/GAMES   | 03                     |                     |          |
| 10                          | ŢILT WARNING  | 03                     |                     |          |
| 11                          | MAXIMUM EXTRA BALL  | 02                     |                     |          |
| 12                          | MAXIMUM CREDITS   | 10                     | 30                  |          |
| 13                          | HIGHEST SCORES  | On On                  |                     |          |
| 14                          | BACKUP HI. SCR.1  | 8,500,000              | 9.500.000           | 8,500,00 |
| 15                          | BACKUP HI, SCR. 2   | 000,000                | 9.000,000           | 8,000,00 |
| 16                          | BACKUP HI, SCR. 3   | 7,500,000              | 8.500.000           | 7,500,00 |
| 17                          | BACKUP HI, SCR. 4   | 7,000,000              | 8.000.000           | 7,000,00 |
| 18                          | HI, SCR.1 CREDITS   | 01                     | 03                  |          |
| 19                          | HI, SCR.2 CREDITS   | 01                     | 00                  |          |
| 20                          | HI, SOR,3 CREDITS   | 01                     | 00                  |          |
| 21                          | HI, SCR.4 CREDITS   | 01                     | 00                  |          |
| 22                          | H, S, RESET EVERY   | 3,000                  | 1,000               |          |
| 23                          | COCK DIAV   | NO                     |                     |          |
| 24                          | U.S.A. 1 COINAGE (1 COIN & PLAY? 3.8  | USA 2                  | GERMAN 2            |          |
| 25                          | LEFT UNITS  | 01                     | 06                  |          |
| 26                          | CENTER UNITS  | 04                     | 12                  |          |
| 27                          | RIGHT UNITS   | -01                    | 30                  |          |
| 26                          | UNITS/ CREDIT   | 01                     | 05                  |          |
| 20                          | UNITS/ BONUS  | 00                     | 00                  |          |
| 30                          | MINIMUM UNITS   | 00                     | 00                  |          |
| 31 - 48                     | Game-specific Adjustments (datalied in text and the G<br>Adjustment Setting Compa | iame<br>erison Tableti | 11 1                |          |
| 40                          | CUSTOM MESSAGE  | ON                     |                     |          |
| 49                          | DISPLAY AU 01-04  | YES                    |                     |          |
| 50<br>51                    | BUY-IN  |                        |                     |          |
|                             | REPLAY BOOST  |                        |                     |          |
| 52<br>53 -55 <sup>5,6</sup> | Special Adjustments- See text for 53-58 details.                                  | - 11                   |                     |          |
| 59 5                        | INSTALL ADDABALL  | NO                     |                     |          |
| 59 5                        | INSTALL S-BALL  | NO                     | 1                   |          |
| DC _                        | INSTALL NOVELTY   | NO.                    |                     |          |
| 61 5<br>82 5                | INSTALL EX. EASY  | NO                     |                     |          |
| 82 5                        | INSTALL EASY  | NO                     |                     |          |
| 0.0                         |   | NO                     |                     |          |
| 64 5<br>6                   | MUTALL MARK   | NO ·                   |                     |          |
|                             | INSTALL HARD<br>INSTALL EX. HARD  | 1 NO                   | 1                   |          |
| 0.0                         |   | NO                     | 1                   |          |
| 67                          | AUTO BURN-IN  | NO                     |                     |          |
| 66 <sup>7</sup>             | INSTALL FACTORY   | NO                     |                     |          |
| 69                          | CLEAR AUDITS  | NO                     | 1                   |          |
| 70                          | CLEAR COINS   |                        | 1                   | 1        |

### NOTES:

- 1. Automatic Replay percentage valua range is adjustable from 5 to 50%, via the Start Sutton. Hem 02 permits changing the factory setting valua for Replay Start Level valid for the rest 500 games played, then 03 permits setting up four replay levels, values as detailed in text describing item 03. For Fixed Replay Scores set Auto Replay value to 1 less than 5% via the Start Button. Go to its 02, 03, 04, and 05; install their replay level accres. Turn off any replay level by setting 00 as its value.
- 2 Phrase in parentheses is Factory Setting. Phrase appears in player 2 and 4 displays. Press Start button to change setting of the game pricing of item 24.
- 3 To change country OR coinage setting, press Start button to obtain 24 Standard settings, followed by a Custom Setting. The Custom Setting activates items 25 through 30. When a Standard Setting is used, items 25 through 30 are set automatically, and cannot be chanced.
- 4 To Install Custom Message, press tipper button for alphabet and special characters. Press Stari. Button for next message letter or character.
- 5 Special Preset Adjustment, whose affects are noted in the Gams Adjustment lext.
- 6 Refer to Prining Table and text describing these हिल्लाइ.
- 7 Approximates Ad 84, yet includes all factors listed in Factory Setting column, not just Ad 31 through 47 provided by Ad 64.

# Playfield Rubber Parts

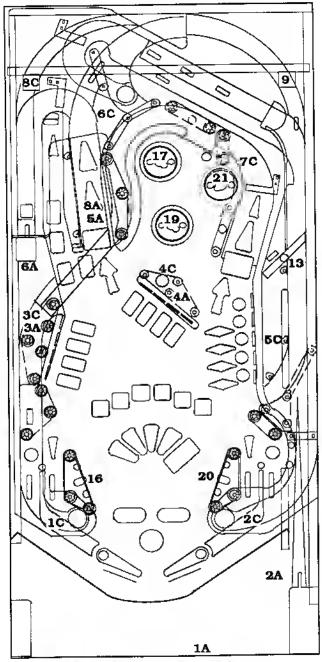


| ltem | Part No. | Description | Qty | Item | Part No.  | Description      | Qty |
|------|----------|-------------|-----|------|-----------|------------------|-----|
| Α    | 23-6300  | 5/16" Ring  | 1   | н    | 23-6307   | 3" Ring          | 1   |
| В    | 23-6301  | 3/4" Ring   | 1   | J    | 23-6519-4 | Red Flipper Ring | 2   |
| Ċ    | 23-6302  | 1" Ring     | 2   | ĸ    | 23-6535   | Ring Bumper      | 5   |
| D    | 23-6303  | 1-1/4" Ring | 1   | L    | 23-6552   | Yellow Sleeving  | 1   |
| E    | 23-6304  | 1-1/2" Ring | 2   | M    | 23-6579   | 3/4" Bumper Con  | ie1 |
| F    | 23-6305  | 2" Ring     | 2   | N    | 23-6327   | Shooter Tip      | 1   |
| Ġ    | 23-6306  | 2-1/2" Ring | 3   |      |           | ,                |     |

RIVERBOAT GAMBLER 3

### Solenoids Locations

Insert Panel: Flashers - 1C through 7C, 11 (2x), 16 (2x). Roulette Wheel Motor - 14, 15.



RIVERBOAT GAMBLER 4

### Solenoids Table

Riverboat Gambier Solenoid Table

|        |                             | :          | 7 - 3.00                       |            | Connections                      | į     | Solenoid Part Number                          | Ŀ      |
|--------|-----------------------------|------------|--------------------------------|------------|----------------------------------|-------|---|--------|
| įż     | Fraction                    | Type       | Color                          | CPU Bd     | Pinyffeld/<br>Cabinet            | Trant | Flashlamp Type<br>i-Insert Panel; p-Playfield | . B    |
| 01A3   | Outhole                     | Switched   | Mo-Brn                         | 1P11-1     | 511-9: 5.44-9 (A)                | 889   | AE-23-800                                     |        |
| 0103   | Left Ricker (Sling) Flasher | Switched   | Bik-Bm                         | (Gry-Brn)  | 5US-9 (C)                        | 3     | #89/906 flashlampa                            | 11, 1p |
| 02A3   | Shooter Lane Feeder         | Switched   | Vlo-Red                        | 1111-3     | SJ1-7: 5JH-8 (A)                 | 8     | AE-23-900                                     |        |
| 08C3   | Night Kicker (Shug) Flasher | Switched   | Blk-Red                        | (Gry-Red)  | SJS-8 (C)                        | 8     | #89/906 flashlamps                            | 11, 1p |
| 03A3   | Left Drop Tgt Bank Reset    | Switched   | Wo-Orm                         | 17114      | 511-8: 524-7 W                   | ŝ     | AE-24-900                                     |        |
| 80°3   | Left Drop Tgt Flasher       | Switched   | Blk-orn                        | (Dry Orm)  | SJS-7[C]                         | 8     | #89/906 flashlampe                            | 11.1p  |
| g<br>V |                             | Switched   | Mo-Ye                          | 1931-5     | 5J1-5: E34-6 (A)                 | 8     | AE-24-906                                     |        |
| Ofc3   | _                           | Switched   | Bl. rel                        | Cay-KD     | 5JB-5 (C)                        | Š     | #89/906 flashlamps                            | 11. Lp |
| 06A3   | Ramp Up                     | Switched   | Wo-dm                          | 1P11-6     | 5J14: 534-5 (A)                  | 3     | AE-23-900                                     |        |
| g<br>g | Standup Target Flasher      | Switched   | BD-Cm                          | Dry-Orr    | (C) 1(C)                         | 8     | #89/906 flashlempe                            | 11,39  |
| 8 Y90  | Ball Kicker                 | Switched   | Mo-Bh                          | 11911-7    | 511-3: S.H-4 (N)                 | 88    | AE-23-900                                     |        |
| 800    | Left Ramp Flasher           | Switched   | Blk-Blu                        | (Coy-Riba) | 548-9 (C)                        | 8     | #89/906 fleshlemps                            | 71,79  |
| CVV3   |                             | Switched   | Vo-Bik                         | 6-1141     | 5.11-2: 5.14-2 (V)               | Š     | AE-23-800                                     |        |
| 9703   | Night Ramp Flasher          | Switched   | Bik-Vio                        | (Gry-Vlo)  | SJS-2 (C)                        | ô     | #89/906 fleshlamps                            | 11.39  |
| 06A3   | Вать Оомп                   | Switched   | Mocn                           | 1P11-9     | 531-1: 5.4-1 (V)                 | 8     | SM:1-26-600                                   |        |
| 800    | Left Back Pleaher           | Switched   | Blk-dry                        | (Gry-Bilk) | 5.15-1 (C)                       | 625   | #906 Sashlamp                                 | 4      |
| 8      | Right Back Flanber          | Controlled | Brn-Blk                        | 1912-1     | 522-9:530-9:234-11               | 017   | #DOS Daublamp                                 | 2      |
| 91     | Playfield /huert G 1 Relays | Controlled | Brn-Rod                        | 1P12-2     | 542-8:546-8:24-12                | 8     | 5590-00555-01 48                              | ,      |
| 11     | Wheel Plasher (TL+LR)       | Controlled | Brn-Orn                        | 1912-4     | 5/2-6:5/5-7:2/4-19               | 010   | FDOS flashlamps                               | ដ      |
| 75     | A/C Select Relay            | Controlled | Brn-Ye                         | 1912-5     | 5.12-6                           | 8     | 5560-00555-015                                |        |
| 13     | Diverter                    | Controlled | Brn-Grn                        | 1P12-0     | 6/24:5/0-5:2/4-14                | ő     | AE-24-900                                     |        |
| 14     | Roulette Wheel B            | Controlled | Brn-Elu                        | 1P12-7     | 072-4:536-3:334-15               | ò     | p/o B-12068                                   |        |
| 15     | Roulette Wheel A            | Controlled | Stri-Vo                        | 1P12-9     | 5,72-2,5,16-2,2,4-16             | õ     | p/o B-12068                                   |        |
| 16     | Wheel Flusher (LL+TR)       | Controlled | Bra Gry                        | 1912-9     | 522-1:536-1:234-10               | å     | 1906 Bashlampa                                | ส      |
| 17     | Top Jet Bumper              | Special #1 | Blu-Brn                        | 1P19-7     | 343-7: 537-7                     | 6     | AE-23-800                                     |        |
| 16     | Left Boker (Sling)          | Special #3 | Blu-Red                        | Fig        | 543-6: 547-6                     | õ     | AE-28-1500                                    |        |
| 19     | Bottom Jet Bumper           | Special #3 | Blu-Orn                        | 1P39-3     | 5,00-3; 5,07-3                   | 6     | AE-23-900                                     |        |
| 9      | Right Eleker (Siting)       | Special #4 |                                | 1919-6     | 5/3-4: 5/7-5                     | 8     | AE-26-1500                                    |        |
| 21     | Right Jet Bumper            | Special 65 |                                | 1919-8     | 543-2: 547-2                     | 077   | AE-23-900                                     |        |
| 22     | Not Used                    | Special #8 | Blo-Blk                        | 1P39-9     | 543-1:537-1                      | 679   |   |        |
|        | Lower Right Phpper          | 1          | Orn-Wo<br>Blo-Wol <sup>2</sup> | 1939-1     | 2,3-5:2P10-7<br>2,310-1:2P8-15   | ı     | PL11630/50VDC                                 |        |
|        | Lower Left Filpper          | ,          | Orn-Gry 1P19-2<br>(Blu-Gryl    | 1719-2     | ZJS-4: ZP10-8<br>ZJJ0-2: ZP8-14] | ,     | FL11630/50VDC                                 |        |
| Notes  |                             |            |                                |            |                                  |       |   | Ī      |

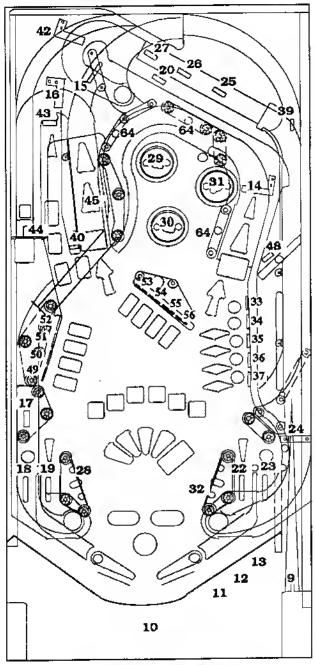
Whe colors, except flapper Orn-Vio and Orn-Gry. are ground connections (to cell terratoral with unbanded end of diode). Flapper Orn-Vio.
 Abrutta are pulsed, when Sol. 12 is the entergised; "C. effection is reprised, with Sol. 12 is the entergised; "C. effection is reprised, when Sol. 12 is the entergised; "C. effection is reprised, which Sol. 12 is the solice in Iracidets are those from respective A and C terratoral corresponding to the JI-stratical corresponding for the Ji-stratical corresponding to the Ji-stratical c

### **Switches Locations**

Cabinet: 1, 3, 57, 56 Coin Deor: 4, 5, 6, 7, 8

Front Molding: 60, 61, 62, 63

Insert Panel: 59



RIVERBOAT GAMBLER 6

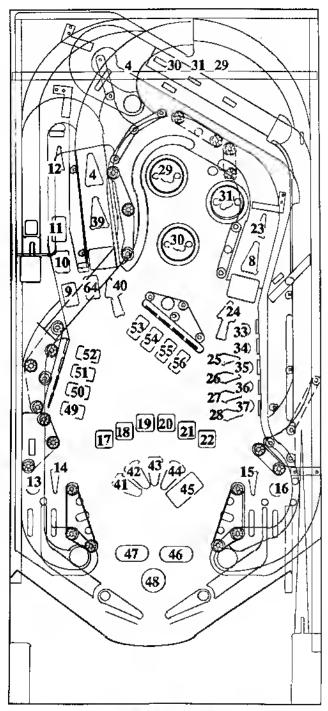
# Switches Matrix

| Kiverboa            | Riverboat Gambler Switch Matrix | Switch M.              | atrix                         |                             |                          |                             |                                       |                     | ſ   |
|---------------------|---------------------------------|------------------------|-------------------------------|-----------------------------|--------------------------|-----------------------------|---------------------------------------|---------------------|-----|
|                     | 1.                              | 250                    | 5                             | 4 5                         | Z Z                      | 967                         | ~ A                                   | 8 Q                 |     |
| Cohimin             | Gri-Bri                         | Gro-Red                | Gra-Ora                       | Cm-Yel                      | Gm-Bik                   | Gm-Blu                      | GH-Vio                                | Gro-Gry             | _   |
| How                 | 1.18-1                          | 1.18-2                 | 138-3                         | 138-4                       | 138-5                    | 1.18-7                      | 1.18-8                                | 1.18-9              | 1   |
| 1 Wht-Ben<br>1J10-9 | Plumb<br>Tilt 1                 | Shooter                | Left Ramp<br>Return 17        | 1/4 Skill<br>Shot 25        | C Stand-up<br>Target 33  | Not Used<br>41              | F Left Drop<br>Target 49              | Right<br>Flipper 5  | 57  |
| 2 Wht-Red<br>1J10-8 | A/C Relay<br>C-Side 2           | Outhole<br>10          | Left Outlane<br>18            | une 1/2 Skull<br>18 Shot 28 | H Stand-up<br>Target 34  | Past Skill<br>Shot 42       | I Left Drop<br>Target 50              | Left<br>Füpper 5    | 8   |
| s Wht-Orn<br>1J10-7 | Start<br>Button 3               | Left Trough            | Left Return<br>Lane 19        | 3/4 Stell<br>Shot 27        | Stand-up<br>Target<br>35 | 21 Stand-up V<br>Target 43  | V Left Drop<br>Target 51              | Roulette<br>Wheel 5 | 8   |
| 4 Wht-Yel<br>1J10-6 | Right Coln<br>Switch            | Center<br>Trough 12    | Skill Shot<br>Made 20         | Left Sting<br>28            | P Stand-<br>Target       | up Locker/<br>36 Eject 44   | E Left Drop<br>Target 52              | Red Button<br>6     | ر 2 |
| 5 Wht-Gm<br>1J10-5  | Center Coln<br>Switch 5         | Right Trough Not Used  | Not Used<br>21                | Top Jet<br>29               | S Stand-up<br>Target 37  | p Remp<br>Down<br>37 Now 45 | C Right Drop<br>Target 53             | Pass<br>Button      | 61  |
| 6 Wht-Blu<br>1J10-3 | Left Cotn<br>Switch 6           | Right Ramp<br>Entry 14 | Right Return<br>Lane 22       | Bottom Jet<br>30            | Not Used<br>36           | Not Used<br>46              | A Right Drop<br>Target 54             | Green<br>Button     | 62  |
| 7 Wht-Vio           | Slams<br>Trit 7                 | Top Ramp<br>Entry 15   | Right Outlane Right Jet<br>23 |                             | Top Ramp<br>31 Ext       | Not Used<br>47              | R Right Drop<br>Target 55             | Black<br>Button 6   | 8   |
| 8 Wht-Gry<br>1J10-1 | High Score<br>Reset             | Left Ramp<br>Entry     | Right Ramp<br>Return          | स्वर्धाः अधि                | Bust Card                | Ball at<br>Diverter         | D Right Drop Rebound<br>Target Switch |                     |     |
|                     | 8                               | 16                     | 22                            | 25                          | Q.                       | 48                          | 56                                    |                     | \$  |

# Lamps Matrix

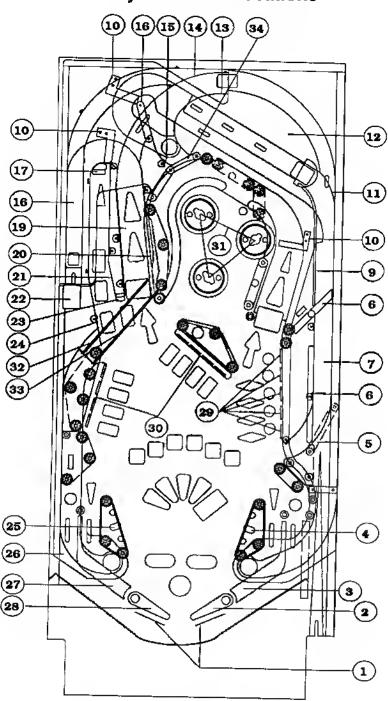
|       |                        |                           |                           |                                | u                             |                                       |                          |                          |                              |                               |
|-------|------------------------|---------------------------|---------------------------|--------------------------------|-------------------------------|---------------------------------------|--------------------------|--------------------------|------------------------------|-------------------------------|
| بر ا  | 8 E                    | 7<br>7                    | 6                         | Ut                             | <u>*</u>                      | # # # # # # # # # # # # # # # # # # # | , <u>p</u>               | <u> </u>                 |                              | ש                             |
| 1J6-9 | 987<br>Red-Gry         | Q86<br>Red-Vio<br>1J6-8   | 985<br>Red-Blu<br>1J6-7   | G84<br>Red-Gm<br>1J6-6         | 983<br>Rod-Yel<br>1J6-5       | 982<br>Red-Om<br>1J6-3                | Q81<br>Red-Blk<br>IJ6-2  | 980<br>Red-Brn<br>IJ6-1  | Column<br>Row                | iverboa                       |
| œ     | Spot Card              | Gold Star                 | Gold Star                 | Gold Star                      | Play Roulette 20 Hit          | Black 3                               | Green 2                  | Red 1                    | 1<br>966<br>Yel-Bm<br>1J7-1  | t Gambles                     |
| 16    | Right Outlane          | Räght Return<br>Lane 15   | Lest Return<br>Lanc 14    | Left Outlane                   | 20 Hit<br>Lamp 12             | Top 21<br>Card 11                     | Middle 21<br>Card 10     | Bottom 21<br>Card 9      | 2<br>Q64<br>Yel-Red<br>1J7-2 | Riverboat Gambler Lamp Matrix |
| 24    | Collect Royal Not Used | Hold Card<br>23           | O Casino<br>Lamps<br>22   | N Casino<br>Lamps 21           | I Castno<br>Lamps 20          | S Casino<br>Lamps<br>19               | A Casino<br>Lamps 18     | C Casino<br>Lamps 17     | 3<br>962<br>Yel-Om<br>1J7-3  |                               |
| 32    | Not Used               | Right Jet<br>and 2 31     | Bottom Jet<br>and 3       | Top Jet<br>and 1 29            | Spot Star<br>28               | 50 Chips<br>27                        | 10 Chtps<br>26           | 20 Chips<br>25           | 4<br>960<br>Yel-Blk<br>1J7-4 |                               |
|       | Slot<br>Shot           | Winning<br>Streak 39      | Not Used<br>38            | S Stand-up<br>Target 37        | P Stand-up<br>Target 36       | l Stand-up<br>Target<br>35            | H Stand-up<br>Target 34  | C Stand-up<br>Target 33  | 5<br>Q58<br>Yel-Gm<br>1J7-6  |                               |
| 48    | Shoot Again            | 100 Chips<br>47           | 200 Сырs<br>46            | Ace<br>45                      | King 44                       | Gueen<br>43                           | Jack<br>42               | Ten<br>41                | 6<br>956<br>Yel-Blu<br>1J7-7 |                               |
| 56    | D Right Bank Bust Card | R Right Bank<br>Target 55 | A Right Bank<br>Target 54 | C Right Bank Wi<br>Target 53   | E Left Bank Wi<br>Target 52 4 | V Left Bank<br>Target 51              | l Left Bank<br>Target 50 | F Left Bank<br>Target 49 | 7<br>954<br>Yel-Vio<br>1J7-8 |                               |
| 64    | Bust Card              | t Bank Win Meter          | Bank Win Meter            | t Bank Win Meter<br>ct 53 5 61 | Win Meter<br>4 60             | Win Meter<br>3                        | Win Meter<br>2           | Win Meter<br>1 Low 57    | 8<br>Q52<br>Yel-Gry<br>1J7-9 |                               |

# **Lamps Locations**



RIVERBOAT GAMBLER 9

# Playfield Parts Locations



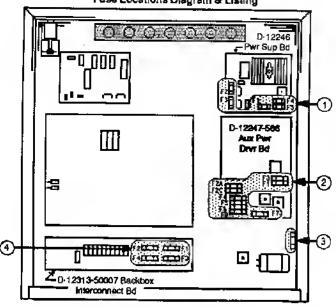
RIVERBOAT GAMBLER 10

# ring and Parts Listing

| Description  | Ball Kicker (Locker) | Standup Target      | Ball Guide Assembly    | Kicker Arm ("Slingshot") | Coil & Bracket Assembly  | Left Return Ramp Assembly | Left Return Lane Guide | Lower Right Flipper | Filpper Paddle & Shaff | Standup Target (5)         | 4-bank Drop target Assembly | 4-bank Dr Target Opto Board | Jet Bumper (3)  | Ceii & Bracket Assembly | Switch & Dlode Assembly | Lower Ramp Wire     | Side Ramp Wire     | One-way Gate Assembly | Gate Wire           |                    | Parts below are located beneath Bottom Arch: |           | Upper Trough Baffle Assembly | Lower Trough Bartle Assembly | Irough Baffle Wire      | Bali Trough (runway) | Bottom Arch Mounting Bracket | Outhole Kicker Assembly |
|--------------|----------------------|---------------------|------------------------|--------------------------|--------------------------|---------------------------|------------------------|---------------------|------------------------|----------------------------|-----------------------------|-----------------------------|-----------------|-------------------------|-------------------------|---------------------|--------------------|-----------------------|---------------------|--------------------|--|-----------|------------------------------|------------------------------|-------------------------|----------------------|------------------------------|-------------------------|
| Rem Part No. | 22 B-13950           | 23 B-12583-6        | 24 C-13821             | 25 B-12665               | a) B-11203-L-1           | 26 D-13848                | 27 B-13921-L           | 28 C-13174-L        | E) 20-9250-5           | 20 B-12012-10              | 30 C-13450                  | a) C-12499                  | 31 B-9414-3     | a) B-9415-1             | b) B-12030-2            | 32 12-6931-1        | 33 12-8931         | 34 B-12267            | a) 12-6802          |                    | Parts below are                              | í         | B-8623                       | C-8235                       | 12-6542                 | 01-3569-1            | 01-5575                      | B-8039-2                |
| Description  | Anti-rebound Wire    | Lower Right Flipper | Flipper Paddle & Shaft | Right Return Lane Gulde  | Kicker Arm ('Slingshor') | Coil & Bracket Assembly   | One-way Gate Assembly  | Gate Wire           | Ball Guide Assembly    | Right Return Ramp Assembly | Diverter                    | Shaft Assembly              | Wire Bail Guide | Switch Gate Assembly    | Gate Wire               | Ball Guide Assembly | Muhi-ramp Assembly | Ball Guide Assembly   | Ball Guide Assembly | Ball Guide Asembly | One-way Gate Assembly                        | Gate Wire | Standup Target               | Ball Kicker Ramp Assembly    | Up / Down Ramp Assembly | Ramp Litter Assembly | Coil & Bracket Assembly      | Ball Guide Assembly     |
| Part No.     | 12-6871              | C-13174-R           | 20-9250-5              | B-13921-R                | B-12665                  | B-11203-R-1               | A-13863                | 12-6939             | B-13814                | 0-13847                    | B-13915                     | A-13917                     | 12-6929         | B-13850-1               | 12-6933-1               | B-13813             | R-13848            | B-13818               | C-13819             | C-13817            | A-11760-2                                    | 12-6943   | B-12912-11                   | -13960                       | B-13845                 | B-11304-3            | B-13655                      | C-13820                 |
| te men       | 4                    | ပ                   | 8                      | ά                        | ά                        | ά                         | <                      | 끋                   | ά                      | ά                          | Ċ                           | Ċ                           | 7               | ά                       | 겉                       | ά                   | Œ                  | ά                     | Ö                   | O                  | ⋖  | ÷         | Ċ                            | 'n                           | ά                       | ά                    | ά                            | Ċ                       |

### **Fuse Listing**

#### Fuse Locations Diagram & Listing



### Item Part Number Description

#### Circuit/Location

| 1 | 5731-12328-00 | Fuse, 9/8A., Slow-Blow (S-B), 250V | F1; D-12246 Power Supply Board                 |
|---|---------------|------------------------------------|--|
| 1 | 5731-12327-00 | Fuse, 1/8A., S-B, 250V             | F2, F3; D-12246 Power Supply Board             |
| 1 | 5731-09432-00 | Fuse, 7A S-B, 250v                 | F4, F5; D-12246 Power Supply Board             |
| 2 | 5731-09128-00 | Fuse, 2-1/2A., S-B, 250v           | F1, F2A, F3, F4; D-12247 Aux Pwr Driver Board  |
|   |               | Fuse, 5A., S-B, 250v               | F2C; D-12247 Aux Pwr Driver Board              |
| 2 | 5731-08665-00 | Fuse, 2A., S-B, 250v               | F5, F6; D-12247 Aux Pwr Driver Board           |
| 2 | 5731-06314-00 | Fuse, 4A., S.B, 250v               | F7; D-12247 Aux Pwr Driver Board               |
| 2 | 5731-09432-00 | Fuse, 7A., S-B, 250v               | F8: D-12247 Aux Pwr Driver Board               |
| 3 | 5730-09071-00 | Fuse, 6A., Normal-Blow (N-B), 32v  | +18 Vdc Lamp Ckt Lwr Rt B'box fuseholder (1)   |
| 4 | 5731-09651-00 | Fuse, 5A., S.B. 256v               | F1 - F4: Gen. Wumin/B'box Interconnect Board   |
| ٠ | 5730-09252-00 | Fuse, 8A., N-B, 125v               | Input ("high voltage") Power Line/Cabinet Box" |
|   |               |                                    |  |

<sup>\*</sup> One 4A., S-B, 250v fuse (5731-06314-00) is provided for an overseas (220v) game installation.

Concerning the fuses listed as item 2, F1 protects the +25V dc Special Solenoid circuit connected via the Red-White wires, including the Left, Right, and Lower Jet Bumpers. F2A protects the "A" Solenoids connected with Brown wires, including the Outhole Kicker, the Shooter Lane Feeder, and the Ramp. Up and Down solenoids. F2C protects the "C" Solenoids connected with Orenge wires, which are flashlamp circuits. F3 protects the Controlled Solenoids connected with Red wires, including the Right Back Flashler, the Backbox/Playfield General Illumination Relays, and the Roulette Wheel flashlers. F4 protects the +50V Solenoids connected with Violet-Yellow wires, including the Left and Right Kickers, and the Diverter. F5 protects the +50V Solenoids connected with Yellow-Violet wires, including both 4-Bank Drop Terget Reset solenoids, the Knocker, and the Balt Kicker. F6 protects the Lower Left and Right Flippers. F7 protects the input to the +50V dc rectifier on the Aux Power Driver Board.

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RF Interference Notice

CABLE HARNESS PLACEMENTS and ground strap routing on this game heve been designed to keep RF radiation and conduction within levels accepted by the PCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

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**WARNING:** 

Transport this game ONLY with hinged backbox DOWN!